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Layton Atari Computer Enthusiasts

L.A.C.E.

400 800 600XL 800XL 1200XL 65XE 130XE 520ST 1040ST MEGA 2 MEGA 4 XEGS

HAPPY NEW YEAR

L.A.C.E. The monthly publication for the Atari Computer owner. Designed to assist the Atari user in the use and enjoyment of their ATARI computers and accessories.

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SOFTWARE SHORTAGE??

By Mike Cardon

This will probably be the last article I write as the ST Librarian. So I would like to thank everyone for the support. As a club member I would like to see the club add a new commercial software title, either 8 bit or St or both about once every four months.

For my article I would like to make a comment about purchasing software. I was an 8 bit owner for about four years before I bought my ST. It was very tempting every time someone came up with a new piece of software, to get a copy. In the ensuing period of time the availability of good software for the eight bit became less and less, until today it has become essentially non-existent. True there are a few pieces now and then, but nothing to really keep the 8 bit enthusiast going. When asked, the software developers would say that pirating had reduced their sales to the point it was not profitable to continue producing software for the 8 bit machines. Now believe me, I know both sides of the story. No one wants to buy software and then find out when they get home that it doesn't do what they expected it too and then be stuck with it.

The reason I am telling this story of woe is that there are some people who believe the ST is developing the same problem or has it already. Again I'm not sure if this is true, but as an ST owner I would prefer it not happen. The ST is every bit as good of piece of hardware as other computers out there and of course I have a bit of self interest.

So the question is how are both parties to be satisfied. This I believe is a difficult problem for two reasons: **1)** Certain software developers have no concern for the quality of their software and pump out software just to get the bucks and it is junk, **2)** Some ST owners I believe lack vision and believe that what they take won't hurt.

Let me share with you then, just a thought on a possible resolution to this controversy. I believe to a certain extent that most of the control has to come from us the ST community, even though it would be nice if developers could some how control their product. Now I know that most commercial software out there is available for copying from one source or another. So there are two possibilities: **1)** Get copies of software you think you might use, try them out and if you find that you will use them, frequently or infrequently it doesn't matter, then go purchase your own copy and in a sense pay for your use, **2)** and this may be more difficult, have the developers put out sample or demo copies similar to Calamus that have some limitation against full use, for example the Calamus demo will not allow you to save anything out, then if the user finds that the demo suits their needs purchase a full working copy with an agreement that after an agreed upon time if the user finds that the program does not fully meet expectations it can be returned for an amortized amount (ie; Timeworks).

Well, there are some thoughts on the matter of software. I hope it makes some since. I for one would like to see Atari hang on.

LONG LIVE ATARI

Editors Notes

Welcome again to the L.A.C.E. newsletter. It is a new year and as such we need to put someone in the command chair again. Last meeting we held nominations for the ofiiicers and they are as follows:

Pres.....Irwin Brooks
Vice Pres./Prog. Dir --none--
Sec/Tres....Kenneth Kartchner
Editor.....Don Smith
Lib. 8bit.....Dave Young
ST.....Jerry Kennedy
Sysop --none--

Please show your support for these fine people and come to the meeting and vote them in.

Don Smith

Atari Computer Tid Bits

Sunnyvale, CA Seems the whole place is in store for some needed reorganization in the name of efficiency and perhaps a new twist! Look for added responsibilities at the Federated Stores.

Houston, TX Looks like the negotiations are on hold for Ole' St. Nick to get done with his duties and for the New Year to arrive.

Ann Arbor, MI MAM, Michigan Atari Magazine, has changed it's name. Beginning with the January Issue, The magazine will be known as AIM, Atari Interface Magazine..."Your Connection to the Atari User Community".

Miami, FL Souchi! 10 lbs. of Souchi! Oh well I guess it's very much needed when using the new ATW and getting all the ducks (minnows) in school. Hope your Holiday in South Florida is great! I am sure when Julius gets back, he'll tell us all about it.

London, UK Atari ST Consumers here are somewhat miffed at the constant flow of unannounced changes in design and components on the motherboards of the "new arrivals"

Liberty, NY Tired of cleaning the rollers in your mouse? Sliding door getting very sloppy? You can send in your tired old mouse and get back a new mouse with "no stick" Teflon rollers and a positive latching door! Call Atari Customer Service for the cost of the exchange

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Orlando, FL Neodesk II is a quantum leap above it's predecessor. The improvements are an excellent example of "Mr. Developer" listening to the users. **Neodesk II** is sharp, well thought out and planned with the user in mind. It does require a bit of memory and as such it really shines in a MEGA 2/4 system. It does however, run quite well on the smaller 1040.

Jacksonville, FL TURBO ST Ver. 1.4 has been released by SOFTREK and it's author Wayne Buckholdt. It is "happy" with 99% of the programs out there. It is a superbly written program that certainly deserves the support of the userbase. Call Softrek: 407-657-4611 for your copy of the "Software Blitter"

San Diego, CA FTL is confident that the sequel to Dungeon Master, "**The Revenge of Chaos**", will be shipping by the end of January 1989, and will sell for $29.95.

Redmond, WA Microsoft Corporation has introduced Windows/286, a 286 version of Windows, to replace Windows 2.0, which allows 690K of addressable memory and is 40-60% faster.

West Chester, PA Commodore has announced the A2286, a new BridgeCard for the Amiga 2000 that comes with an 8 MHZ 80286, to be shipping in February. No word on OS/2 compatibility. Rumored cost: $1000.00.

Armonk, NY IBM and NeXT have made a $10 million licensing agreement which allows IBM to use the WorkSpace, NeXT's Graphical User Interface, on its UNIX machines.

Hannover, FDR Commodore-Germany is working with a German Institute to develop a Transputer Board for the Amiga 2000, which will run under the Helios operating system.

Longview, TX Cheetah International, an IBM Compatible Company, is planning to

introduce at Spring COMDEX a 33 MHZ 80836 system. Cost: EXTREMELY expensive....The Atari ST (without a Turbo ST) only runs at 8 MHZ.

West Chester, PA Commodore is working with Sun Microsystems to develop a version of their TOPS Network for the Amiga. TOPS is a VERY popular AppleTalk compatible LAN System for the Macintosh and IBM. They are THINKING about making one for the Atari ST, though. Their number is 1-415-769-9669, in case you wish to contact them.

Carrolton, TX Haitex Resources has introduced X-Specs 3-D, a pair of- LCD Glasses for the Amiga that can display 3-D Images with startlingly realistic depth to the wearer. No software currently uses its capabilities. (Note: Antic Software has made StereoTek 3-D Glasses for roughly a year, providing the same capabilities to the ST. It works with the Cyber STudio. and much software uses its features).

Jacksonville, FL Avante Guarde Systems has been consuming copious quantities of midnight oil in their quest of a quicker Ditto and a "Lil Black Box" along with a super monitor setup. We know one thing, if it's done anything like Ditto, it will be a picture of programming perfection.

Rockville, MD GEnie Information Services has joined in an agreement with NEC Japan to provide GEnie in that country, hmm GEnie in the "FAR EAST"!

Portland, OR An Atari spokesman said that Atari hopes to have at least 1.1 to 1.2 million ST Computers in use worldwide and better than 100-200 thousand in use in the US marketplace as quickly as possible. We would love to see that too.

Sunnyvale, CA TOS 1.4 as some of us know the 'new' tos, will be an in chip reality midyear 1989 and it is likely to have a new designation along with some real powerhouse features ie; large capacity drives etc.

Houston, TX Again?....Yep, this time the heated discussion table sez it's going to be an Atari Chip Manufacturing Facility. Now, that's worth bragging about.

Sunnyvale, CA Industry Observers say that we will see good things from Atari by mid '89, like the 68030 and the now famous laptop, whose formal name is the STACY....but wait it's name has been changed to the STACY II and it's sleek and slimline all the way! Even the hard disks are the thin line. Expected to appear in time for Fall Comdex 89.

Los Angeles, CA The highly touted and expected to be shown MAC portable (laptop) simply will not be ready for the MACWORLD show in Jan 1989, it is however, expected to make it's appearance by late summer.

La Habra, CA ST X-PRESS in it's triumphant come back appears to have fully survived the ST magazine 'shakeout' that recently occured, it's fine new 'look' and quality are more than worth the subscription.

Sunnyvale, CA Atari and Nintendo are at each other's throats again, seems this is over who got over whose protection schemes...hmmmmm.

Camarillo, CA WORD-UP ~ An "exceptional" Word Processor using GDOS/G+Plus, has released Ver 1.30 dated 11/10/88 the manual is revised. Those of you who have the 'older' manual can update by calling 805-482-4446.

The Above Aritcle has been reproduced form ST Report magazine in its unedited entirity.

Editor

SIG HARTMAN VISITS PAC

By Bill Pike (PAC)

On December 5th Mr. Sig Hartman joined the PAC for their first ever Christmas Party. Mr. Hartman brought the latest news from Atari to our user group along with quite a few other goodies for the raffle.

This project started back in August when David Moore (Special Project Director) paid a visit to Atari in Sunnyvale. As we drove to the airport we still were not convinced that Mr. Hartman would arrive. We felt that we were still working with the old Atari that would promise anything but give little if nothing.

After a lot of running around to get things ready for the Christmas Party in the morning, and massive cleaning of a car both Dave and I were more than a little nervous. There we were in our "I Speak Atari" hats trying to find out where the Short-Term parking was and checking our watches every few minutes.

We finally got to the gate and still were discussing what to do if Mr. Hartman was a No-Show. Then surprise, surprise, surprise, who came walking out of the boarding ramp but a white haired gentleman with a brown garment bag and attache case. There were also two cardboard boxes waiting for us in the baggage area with the Fuji symbol on them full of goodies for the raffle. ATARI HAD COME THRU. As it turned out Sam Tramiel could not have picked a better spokesman than Mr. Sig Hartman.

Most of the trip to the hotel was spent in a three-way discussion of the lack of support for USER-GROUPS as well as the lack of support for Atari owners. Sig replied to our questions, admittedly some of them were rather pointed, stating the new policy of Sam Tramiel and Atari of MUCH greater support for User Groups and Atari owners. Also brought up during the trip was Sam Tramiel and Atari's support and lack there of for the 8-Bit systems. Sig said that Sam Tramiel was anxiously looking to support the 8-Bit but that there is a lack of software being written.

The new Diamond (ST Jr.) was mentioned to him and he said that Sam Tramiel and Atari had received several copies of this program but it still had some bugs in it. He said that if Atari can get a bug free version of the program that Sam Tramiel would consider including it with the XE series computers as well as helping advertise and market the product. There wasn't much time left after the previous grilling to discuss much else except what time we would pick him up from the hotel to go to meeting. The meeting started out with, what else, food. There were sandwiches, soda, potato chips, and cake with the Atari symbol on it. After the eating slowed down it was Mr. Hartman's turn.

The first thing that Mr. Hartman said was to assure us of a fundamental change in the policy of Atari. Sam Tramiel and Atari is going to give much more support the User-Groups. Some of this support will be in the form of a much closer contact between the user groups and Sam Tramiel and Atari. The support will also come in the form of donated, by Sam Tramiel and Atari, equipment and software. There was also discussion of a published list of all the User-Groups in the United States and a listing of all the Atari User-Groups worldwide. Another thing was mentioned was that the Federated Stores that Atari purchased would be giving out lists of local User-Group information and the possibility that Atari might pay for 1 years membership to a local User-Group with each computer purchased.

Sam Tramiel and Atari was also interested in assisting user groups to have shows and public events, Atari would loan front money as well as assistance in contacting other groups who have put on shows. We were assured a number of times of the support of the 8-Bit machine as well as the ST machines. Several times Mr. Hartman ask, almost pleaded

for those who were writing 8-Bit software to please submit the programs to Sam Tramiel and Atari for possible purchase and royalties.

There were questions regarding the lap-top ST. Mr. Hartman said that it was still in unfinished form and that Atari was still working on it. The questioning moved to the TT machine (68030 processor based, True Thirty Two bit machine). He stated that the machine would be upward compatible with the existing ST's and Megas. Also that the TT would be able to run either the standard ST operating system or UNIX 5.3. There were questions regarding the lack of ST's and Megas in the USA and why were all the machines being shipped to Europe. The reply was that the machines were selling faster than they could be produced, however that Sam Tramiel is committed to shipping many more machines (ST's and Megas) to the U.S. in the coming year even though this might cut into the European market. The DRAM shortage was discussed and we were informed that this had alleviated to some degree.

The possibility of a 16-Bit Game Machine was brought up. We were informed that this is in the works. The long talked about Atari PC was asked about. Yes, Sam Tramiel and Atari is in the final stages of preparing to market this in the U.S. Yes, the machine is basically what the advertising has said. The Transputer (Abaq) was spoken of and that it still was under development as a stackable unit to the Mega machines. The machine would have true multi-processing capability as well as a expansion port to daisy-chain several Transputer units together for added speed and memory. The possibility of a add-on math co-processor for the ST and Mega machines was asked about. The reply was that nothing was immediately in the works for this.

Several other questions were adeptly handled by Sig then the meeting went to the distribution of goodies, by raffle. There were two XEGS's (XE Game Machines), copies of the new word processor, for the ST, Microsoft Write from Atari, about a dozen educational programs, and about a dozen game cartridges for the 8-Bit machines. All of this was donated to the club by Sam Tramiel. There was also a $15 dollar Gift Certificate donated to the raffle by Portland Computer Accessories.

We would like to express our thanks to Sam Tramiel for the opportunity to meet with Mr. Hartman. We also appreciate the donation of all the software and hardware that made the meeting so successful. We look forward to a much closer relationship with Sam Tramiel and Atari than in the past.

Sam Tramiel and Atari were willing to send one of it's most able executives to meet with a SINGLE User-Group. We hope that this foreshadows a much greater support of the User-Groups by Sam Tramiel and Atari, possibly a rotating schedule of Atari people meeting with User-Groups. Atari is still supporting the 8-Bit machines in fact during the trip back to the airport Sig asked us to share the upgrade information on the 130XE machine. He was also taking some of our suggestions as far as a new 8-Bit with a 65816 microprocessor and 320K of memory as well as a expansion bus and the possibility of emulation modes for the other popular 8-Bit 6502 based systems.

We hope that this event will prove to be the rule rather than the exception in our contacts with Atari. We look forward to the release of the Diamond operating system.

Call your BBS now Before it's to late and let us know your views.

L.A.C.E. BBS
825-4678

PRODUCT REVIEWS LAND

Review of the Discovery Cartridge -- J.S. Hart

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Well, it was a long wait, but in the end Happy delivered. It was almost this time last year when I decided to order a newly announced product from Happy Computers called the Discovery Cartridge. I had had good experiences with my Happy upgrades for my eight bit computer disk drives, and been favorably impressed by their continuing software support for their hardware products, so I bit. The deal was to send them 150 bucks and get on the advance order list and save about $100 by ordering before the product was quite done. After all, I thought, it's supposed to be shipped in a month. So I sent the money.

What I had ordered was a plug-in ROM cartridge that would replaced the disk controller chip and do wondrous things. Among them and the main reason that I bought was that it could take a Macintosh format disk and copy it while changing the disk format to Magic format, allowing me to make better use of my Magic Sac (Macintosh emulator). Originally, the only way to get software into Magic format was to get a Mac and port it via the RS-232 connector onto a magic format disk. Then came the Translator from Data Pacific which allows you to use Mac disks directly, though the data transfer rate leave much to be desired (as does the price). Besides the Mac conversion, it also allowed me to do all the things that Happy is famous for, like make back up copies of hitherto un-copyable disks. There is also some hope that eventually Happy will release a version that will let you skip the copy into magic format step, and read the Mac disk directly, like the Translator but at at faster rate.

I ordered the cartridge and waited. After six months or so I got a newsletter from Happy announcing what appeared to be a slight redesign of the the cartridge adding a few options to the basic cartridge. I ordered (for an additional $50) the drive 3/4 jack and the program option switch, declining the only other option, the through cartridge plug which allows "piggy-backing" a second cartridge.

I got my Discovery cartridge in November after about 11 months. With it came a single sheet of instructions, a diskette, and a drive cable. The instruction sheet said nothing important other than to print out the documentation on the disk. This I did, yielding 43 pages of instructions on operation of each of the included programs, set-up instructions, and background information.

After reading the docs, I set up my cartridge installing my Mac roms in the sockets in the Discovery cartridge. The cartridge plugs into the cartridge port, and you run the disk cable from the disk port on the computer to the port labeled "computer" on the cartridge. You then plug your "A" drive into the port labeled "Drive A/B". With the "Drive 3/4" option cartridge a third drive (3.5 or 5.25 inch) can be plugged into the third port on the cartridge labeled "Drive 3/4" and a fourth drive can be plugged into it the

same way a "B" drive is connected to the "A" drive on a normal 520st. It is actually very easy and simple to do.

I booted the computer and set-up the auto folder on my hard disk to run the clock installer. I also put a special driver program in the folder that will allow you to use the "Drive 3/4" option. Then I set the time and date and reset the computer to see if it worked. Every thing seemed to work fine, except that I kept losing the time and date when I powered off. This turned out to be caused by dirty battery contacts inside the cartridge. After I cleaned them, I have had no further problems.

Next I tried out the Mac to Magic format program. It allows copying a whole disk at a time (either 400 or 800 K disks) from one format to the other. I copied several disks from Mac format to magic and then ran my Magic Sac program (with my Magic Sac cartridge now replaced with the Mac roms in the discovery cartridge). The Magic Sac ran just as it always did and I had no problems with the magic format disks I had copied with the exception of one copy-protected disk. The Discovery cartridge can't make a working magic-format disk from a copy protected Mac disk since the usual mechanism by which copy protection works is tied to the imperfections in the disk media itself that can't be replicated in magic format.

At a later date I tried the inverse operation, making Mac format disks from magic disks. I had several pages of type setting to be printed on a laser printer, so I set it on the Magic Sac, copied the magic disks to Mac format, and took them down to Alpine computing and printed them on their Laser Writer II with no problem.

As far as making copies of copy protected St disks, I have only tried a few. The process seems to be fairly similar to that used with the eight-bit Happy version 7.0 and PCB files. The discovery cartridge has a menu that allows selection of various "backup control" files. The documentation included on the backup program is quite technical and extensive. Of the two backups that I made with the "no backup control" option, only one worked. The one that didn't work I successfully copied with the "Flux" copy option.

All in all I am quite satisfied with the Discovery cartridge as it has flawlessly performed the Mac to magic conversion, the main reason I bought the cartridge, and I intend to install a 5.25 inch for use with PC-Ditto. The backup power of the cartridge has remained largely untapped by me, but that may change in the future. If you are only considering the Discovery Cartridge as an option to Data Pacific's Translator, I think that the speed advantage of using the magic format offsets the convenience of not having to make the magic copy with the Translator, and the other uses of the Discovery Cartridge make it a better value.

A HINT AT THE FUTURE

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SUBJECT: A taste of rev 2.8, For the Discovery Cartridge and more!

Here is a sample of the features that will be added to the 2.8 software, that I am working on. Please be aware that this is just one of my projects! It probably won't be available until the end of January (1989).

For the DMFMBKUP program:

Online backup control file edit & display. More backup control files. Better support of AMIGA disk backup. More precise support of fast 11 sector format backup. Expansion of buffers to permit narrower bit widths and longer tracks. Documentation regarding the built in read analysis mode. The ability to use the ALTERNATE DESTINATION DRIVES with FILE TO FLOPPY mode.

For the DMMXFER program: direct MAC to MAC disk copying.

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On a different note, and for the record:

It is illegal to copy the

SPECTRE 128 or MAGIC SAC software and manuals unless you have purchased them. If you use these products without paying for them, then you are in criminal violation of the copyright laws. Even if the Discovery Cartridge is the home for your MAC ROMS, you must purchase the MAGIC SAC or the SPECTRE, to use these products legitimately.

Richard Adams Happy Computers, Inc.

LateST Views #1 by Stephen Mortimer

Hello ST users...I have decided to bring you this column that contains reviews of many programs. Hopefully it will help people in sorting through the myriad of programs available today. If it looks like I am praising most programs highly in this column, your probably right since I will only cover some of the best or most popular programs. In the past I have written for ST Applications and am currently writing for START magazine. Enjoy!

This column is Copyright 1988 Stephen Mortimer. It may be reprinted by user group newsletters and can be placed on free BBS systems if it remains unchanged. Written permission is required to place it in commercial publications, online magazines, and information networks under the same stipulations. Permission is granted to CompuServe, GENIE, and ST Profile as of 12/13/88 if they so desire to use the file. I can be contacted at 74066,3247 on CompuServe and C.MORTIMER on GENIE.

Heroes of the Lance

Heroes of the Lance is the first in a family of Advanced Dungeons and Dragons games for the Atari ST. Heroes of the Lance integrates an action adventure with elements of games like Bard's Tale and Dungeon Master. The user controls a party of eight preformed characters ranging from warriors to magic users and clerics. A joystick is used to control the movements of the lead character who is shown on the screen with the background and adversaries. By manipulating the joystick, the character can be made to walk, jump, duck, and fire a ranged weapon like a spear or arrow. When in close proximity to a monster, combat mode is enabled and the character can use his sword or axe or other weapon. Each of the eight characters have their own specialties and attributes. For example, Raistlin is the only character who can use the magical Staff Of Magius. Characters can only use certain weapons and may not use new found weapons. Supplies for bows and slings are the only items that can be picked up and used. Each of the characters have their own strength, wisdom, intelligence, dexterity, constitution, and charisma that allows some to be better suited for certain tasks. They also have hit points that represent their life force, alignment, and armor class. The game allows items to be picked up, dropped, or be given to any other party member. These objects can help your character's strength or even affect monsters by making them docile. Staffs and wands hold additional charges for the magic users and clerics. Weapons and treasure increase your experience points. When holding a staff or wand, certain party members can cast a variety of spells that can harm or help you and your opponents. The game can be saved or an old game can be restored. In playing the game, I found it very difficult to control the characters' movements. After a few hours of play, it became second nature and the games complexity was mastered. That does not mean that the monsters are easy to defeat. They are tough and will kill your party quite often until you become experienced. That is why you should save the game often. Your cleric can raise characters from the dead and heal them. For adventurers who seek some more action in a game, this is it. I play it often in my spare time. ------

Strategic Simulations, Inc. 1046 North Rengstorff Avenue Mountain View, CA 94043 415-964-1353

Revolver

Intersect Software's Revolver is a very unique program for the ST. It takes the meaning of a switcher to new heights by allowing partitions to be saved and loaded to disk, in addition to a multitude of utilities. A quick overview: Up to eight partitions may be established by Revolver of varying or equal sizes. Each partition is soft-reset proof and is viewed by the computer as a whole computer in itself. All accessories and auto folder programs are loaded into each partition. To switch from one to another, a key combination of Control-Alternate-Shift is used. The ability to load and save the contents of a partition is what sets Revolver apart from all other switchers. Intersect uses the term "rolling in" to refer to loading a partition and "rolling out" to saving a partition. When a partition is rolled out, the entire memory map of that partition is saved to a disk file. This means that whenever you roll in that file, everything will be exactly the same as when you saved it: desk accessories, the program, data that was currently in memory, and even the mouse position. Partitions can be rolled out on pre-determined time intervals to protect your work. The control panel of Revolver is called up using the Alternate-Shift combination. From the control panel, a reset proof printer spooler and RAM disk can be configured. It allows printer, RS-232, and system time configuration. A VT-52 emulator, disk utilities, and a screen snapshot utility are also available from the control panel. What do I like about Revolver? Everything above, plus the following. A disk utility that allows me to locate a file on my hard disk. It does the searching for me. The system configuration includes an option that sends user defined strings to peripherals. With this, I can configure my printer through a series of control codes. The mouse accelerator option that increases mouse movement proportionally or factorially, really is very noticeable once you switch back to no acceleration. The compatibility of Revolver is a big plus. Very few programs have a problem with it. Also, if a program does crash, it will not affect the other partitions since they are reset proof. No other switcher that I know of does this. What don't I like about Revolver? While rolling in a partition usually takes less time than actually running the program and loading data files, it takes an enormous amount of disk space. I have 500K of accessories and auto folder programs that I use regularly. Rolling out a 2 meg partition with Calamus and these programs took 834K. This can be remedied if you roll out the partition with only the accessories and programs you absolutely need. Also, I find Revolver's custom, non-GEM, file selector a little ungainly. Extra...Extra...Revolver version 1.1 is available. It offers a mouse based program that lets you select desk accessories and auto folder programs upon boot-up. It retails for $49.95.

Intersect Software 2828 Clark Road Suite 10 Sarasota, FL 34231 800-826-0130 or 813-923-8774

Printer's Devil Clip Art/Laser Fonts

The Printer's Devil series of packs include high quality scanned clip art in IMG format and GDOS fonts(Laser printer and DEGAS screen). Currently there are four packs available. Volume one contains images of eyes, faces, arrows, ornate capital letters, and three GDOS Laser fonts. Ostia is 12 point, Glasgow is 10 and 12 point and Raffels, a nice script, is 12 point. Volume two contains images of butterflies, food, comedic items, animals, and faces. Coventry is a 24 point Old English font; Dunharrow is available in 10 and 12 poin; and 3 DEGAS Elite fonts are included. Volume three contains clip art pertaining to history (presidents, etc..), signs, shadows, sports, and a half tone of a tall ship and F-14 Tomcat fighter. Covington and Runnymede fonts are included in 12 and 16 point size, respectively. The point sizes specified above are not doubled. Doubling the font

makes it bigger, but it is not as smooth. Volume four is a pack of Christmas clip art. Each pack is $29.95. ----------MicroTyme PO Box 369 Kettering, OH 45409 800-255-5835

Page Stream

The popular desktop publishing program, Publishing Partner, has received a massive upgrade and a new name, Page Stream. It has so many new features that I can only describe some of them. Page Stream has the ability to import many new graphic images and text formats. IMG bit-image, GEM metafile, and Tiny pictures are now supported in addition to DEGAS and Neochrome pictures. Word Perfect, formatted ASCII text, and First Word file formats can be imported. Some file formats were not included on the first release of Page Stream but can be found on CompuServe and GENIE. Fonts have also been a major source of upgrade. Screen fonts are now much more readable. Fonts can be defined by both their height and width and can be any point size. Ten fonts are available with Page Stream, and include Times and Swiss. Text can be tagged with a specific format that is defined for that text. Fonts, point size, justification, paragraph formatting, and many other options can be controlled by a tag. Highlighted text can take on characteristics of the user defined tag. Automatic hyphenation is a new feature that can be determined by an exception dictionary or an algorithm. Batch spell checking of documents is also possible with the help of a 100K dictionary. Hyphenation exceptions and rules can be user defined in addition to editing the spelling dictionary. Object manipulation is the best new feature in m0y opinion. Objects can be rotated in single degree increments, slanted, and twisted. An object can be aligned on the page by centering it, placing it left or right on the page, or near the top or bottom of the page. A locking feature makes it possible to protect an object so that it can not be changed accidentally. Unfortunately, all objects on the page are locked when you choose this feature. It is being worked on by Soft-Logik. Text can also runaround other objects. The padding between the text is user definable. An object's size and position of the object on the page are defined by coordinates. Other new features include greeking, search and replace with attributes, user defined grids, and the ability to create arcs. Printing options offer mechanical color separations, transparencies, thumbnails (not enabled yet), and reverse print outs. Pages can be printed in various draft printer resolutions to speed up printing. Page Stream is a very powerful program, an opinion supported by the plethora of features stated above. Although it is usable and serious work can be accomplished with it, it is not bug free and some options are not enabled yet. Soft-Logik recognizes these problems and is continuing to work on the program to make it stable. Being able to have multiple document windows and a pop-up toolbox are useful additions. It has most of the features of the most powerful page layout programs available. The documentation is lengthy although it leaves out several important pieces of information and lacks an index. When completed, it will be the program to beat in its price range ($199) but will receive tough competition from the higher priced Calamus ($299). ----------

Soft-Logik Publishing Corp.
11131F South Towne Square St.
Louis, MO 63129
314-894-8608

What is DigiSpec?

DIGISPEC from TRIO Engineering, is a 512-color conversion and display program for the Computereyes video digitizer.

DIGISPEC is the first program for the Atari ST that makes it possible to capture real-world images from the video camera or VCR in full color -using all of ST's 512 colors in one picture.

Why do you need all these colors? To make your digitized pictures more colorful, sure – but there's another even more important reason: shading. Proper shading is what makes images look "real", 3–dimensional – and it requires A LOT of colors. Not 16, not even 512, but thousands and thousands! That's why on top of 512 pure colors DIGISPEC has 2 dithering options: 2–level and 4–level. They bring the effective number of colors to 3375 and 24389, respectively. For those images where subtle shading is essential (like full–screen human faces) dithering makes all the difference between ridiculous and sublime. Instead of wide color bands and patches you have exquisitely smooth color transitions that make the objects look just like on good quality color TV screen.

To use DIGISPEC you need the Computereyes color video digitizer (and Computereyes system software) from Digital Vision, inc.

DIGISPEC displays the 512–color image on the screen, allows you to make any necessary adjustments (color balance, brightness and contrast) and then saves your picture to disk using SPECTRUM 512 file format. You can view your pictures later with the slide show program SPSLIDE.PRG provided on your DIGISPEC disk. You can also use SPECTRUM 512 painting program from TRIO Engineering (published by Antic Publishing) to edit and resize your images, create compositions with other digitized and hand–drawn images, etc. Like SPECTRUM 512 itself, DIGISPEC produces only low resolution images (320x200). You can use it only with the color monitor (or color TV).

How DIGISPEC works

Your DIGISPEC disk contains 2 versions of the program – one is a stand–alone program (SPECCE.PRG) and another is a desk accessory (SPECCE.ACC). You can use either one – the end result will be exactly the same. The desk accessory version is faster and more convenient, but it can only be used on ST's with 1 megabyte of memory (or more). If you have 520 ST without the memory upgrade you should use the .PRG version.

When you capture an image with the Computereyes digitizer it's stored in memory in the form of raw video data. This raw video data is what DIGISPEC needs to produce the 512–color picture (obviously, you can't restore 512 colors AFTER the image was converted to the usual 16–color picture). If your machine has enough memory for both DIGISPEC and Computereyes program (so you can use DIGISPEC as a desk accessory) then DIGISPEC can process freshly captured image and produce the 512–color picture in just a few seconds. If you don't have enough memory for both programs you should first use the Computereyes program to capture the image and save it on disk in the form of raw video data (not as a NEOchrome or DEGAS picture!), quit the Computereyes program, then use the .PRG version of DIGISPEC to load the raw data file back from disk and convert it into 512–color picture.

Version 1.1 of DIGISPEC is available now by mail from Trio Engineering. To place your order call 617–964–1673.

Tue Nov 29 10:59:16 EST 1988
From: avy@yugas.UUCP (Avy MOISE)
Newsgroups: comp.sys.atari.st
Subject: Re: LAN CARDS?

We just received the first 8 prototype boards of our TAXI controller board. TAXI stands for The Atari eXtended Interface. The TAXI board will plug into the Mega's expansion slot, or be driven through the Atari ACSI interface. Some of the features are:

1 Full Ethernet interface (thin is builtin, thick requires a transceiver box) 1 Full (true) SCSI interface independent of the Atari ACSI interface. 8 Full duplex serial lines (RS232–C compatible) 2 Centronics/parallel printer interface 1 MC68000 processor (when used as stan–

dalone configuration). 128K dual ported DRAM + 64/128K EPROM

This board can be incrementally configured as an Ethernet controller, 2–8 channels serial cross point switch; with or without parallel or SCSI interface.

If you have any further questions you may contact

FutureDOS R&D or Tyler Ivanco 1207–120 Torresdale Avenue, ISTS (Institute for Space and North York, Ontario, Terrestrial Science) Canada, M2R 3N7 York University, Tel: (416)736–0321 North York, Ontario, (ask for Avy) Canada, M3J 1P3 Tel: (416)736–2100 ext 7765 uucp: avy@yunexus!stpl tyler@yunexus!stpl bitnet: FS300013@YUSOL FS300022@YUSOL

TWEETY BOARD from Practical Solutions, Inc.

Stereo sound for the Atari ST is here! Tweety Board provides true stereo output that will blow you away! Now you can play all your favorite games and hear a whole new sound dimension with true–to–life effects. Music programs sparkle with a vividness never before realized.

The ST computers already have three channels of sound supported in their hardware. Atari combined the three together, resulting in one monophonic channel, to make it compatible with the monitor's sound. That's fine for monitors but hardly impressive when listened to with a stereo system.

Tweety Board solves the problem with it's small circuit board specially designed to access those hidden channels. It works in parallel with the ST's existing sound circuitry making it completely compatible with all ST software. You can also program your own effects or music! The sound from your monitor remains untouched and still functions in it's normal use. Simply plug Tweety Board inside your machine and the three independent RCA jacks are ready to hook up to your three amplified speakers. An adapter cable is provided for hookup to a standard two–channel sound system.

No matter which way you connect it, you've never heard such vibrant 3–D or crystal clear stereo sound from your ST. No buzz or noise and an easy, solderless installation – what more could you ask for?

Tweety Board will be available in the 1st week of December with a retail price of only $59.95.

For further information contact:

Mark Sloatman Practical Solutions 1930 E. Grant Rd. Tucson, AZ 85719

Phone: (602) 884–9612

CompuServe PPN: 76004,2000
Genie address: PRACTICALS

The Audio–Visual Sequencer (AVS)

Player Program

This is a player program for files created with the Audio–Video Sequencer (AVS) in the November issue of START (on sale now). AVS by Jim Kent is a mixing program that lets you add sound to your Cyber Paint animations. To run the AVS Player program, use ARC to extract all the files from ADEMO.ARC and APLAYR.ARC. Now, double–click on AVS–PLAYR.PRG. Then click on Load to load an AVS sequence. To see Jon Bell's space war demo, download AVS–DEMO.ARC in the software shelf. (This is the same demo that's on November's START disk.)

Click on Play once under the drop–down menu to see the AVS sequence; click on Play loop to play it over and over. To get out of a loop, press the Escape key. The movie will show to the end of the sequence and then AVS Player will return to the menu screen. The Memory option tells you how much memory is being used in how many tracks; Quit exits AVS Player.

START's Audio–Video Sequencer is compatible with ST Replay sound samples, but you don't need Cyber Paint or ST Replay to run AVS; all you

need are sequence and sound files, which you can download from CompuServe. From AVS, you can save your movie "script" with the extender AVS, and play it back either inside AVS or by running AVS-PLAYR.PRG.

Both the AVS Player program and AVS itself are copyrighted by Antic Publishing, Inc. The AVS Player may be freely distributed, but the Audio -Video Sequencer is available only on the November 1988 START Disk.

***** Call 1-800-234-7001 to order. *****

AVSDEM.ARC ----------

Jon Bell created this demo with the Audio-Visual Sequencer (AVS), from the November 1988 issue of START (on sale now). AVS lets you combine sound and animation for great ST movies. The public domain AVS Player program (AVSPLY.ARC on this month's software shelf) lets you sample and show AVS sequences. This is the same space-war demo that is on November's START disk. Requires AVS or AVSPLAYR to run.

CYBER TOOLS

==========

by Krsek Inc.

I have developed two tools that are of interest to anyone owning Antic's Cyber series of animation software. One is called JOIN. This utility allows a user to create .SEQ files as large as, (or even larger), than they can play back in their machine. I used this tool to create the DREAM sequence on a one megabyte 520 ST. My problem was that I wanted to use Cyber Paint to do all my post production work but since Cyber Paint itself was taking up RAM. I was left with less than 500K in which to do my animation. The ANIMATE program is really quite small and with some RAM taken up by TOS it is possible to play sequences that expand to almost 800K when loaded into the machine.

I decided that if I wrote a utility that spliced SEQ files together I could create the animation in parts and then put them together using disk space instead of RAM. This is exactly what this tool does. You merely create your animation in pieces and then join them together into one SEQ file. This file appears as though it was created on a larger machine and saved normally in Cyber Paint. This means you can create an animation that's nearly 800K in a megabyte machine, 1800K on a two meg, etc..Anyone who has worked with these tools realizes that animation takes up a great deal of memory and every byte you can squeeze out can make you sequences longer or more complex.

The second tool that I have written works with the new Cyber Sculpt program. This tool converts 3D files into 2D template files. Why would you want to do this? Well, I thought about doing it merely because there are things you can do in the 2D editors that you can not do in 3d and vice versa. Since some of the objects I use were purchased (i.e. Cad fonts), I do not have the template files available if I want to make minor changes in a 3D letter. The real incentive came when I wanted to copy the logo for GTE. If you have seen this logo you will have noticed it is a negative object. The letters appear as being subtracted from a larger extruded oval. As much as I tried I could not get CAD 3D to do the subtraction. I kept getting the object too complex message and I now own a mega 4 so RAM was no problem.

Since the extrude editor in Cyber Paint allows you to create objects with holes in them I thought I would create the object there. Well I realized even though I have these nicely formed, proportionate letters I couldn't use them and would have to recreate the lettering in the 2D editor to accomplish what I was after merely because there was no way to load them into the template editor.

This utility allows you to do exactly that. There is some minor preparation that has to be done in Cyber Sculpt, then the file is saved and the UN-EXTRUDE utility is run on that file. Afterwards, the 2D template

created can be loaded into the spin or extrude editors of Cyber Sculpt normally. I ran this utility on my three letters, created the surround oval, extruded it normally and there was the logo without the typical tears you might see if you managed to get CAD 3D to do the subtraction. There are other handy uses for this tool. If you are like me, you have neglected to save your own templates occasionally only to wish you could make some minor adjustments at a later date. Now you can re-create them.

O.K here is the pitch. Now you too can own these handy utilities. these are GEM-based tools that would make a nice addition to any animators tool collection. Send your check or money order for $25 and I will send you both the JOIN and UNEXTRUDE utilities. That's a mere $12.50 per tool!

Send your order to...

KRSEK INC. ANIMATION TOOL DISK 1

ROUTE 1, BOX 24

WHITESTOWN IN, 46075

Be sure to include your name and address with your order. Indiana residents add %5 sales tax. Cyber Sculpt, CAD 3D, and Cyber Paint are trademarks of Antic Publishing.

JANUARY TECH NOTES

Atari 800XL Split Chroma Modification

by Charles D. Koontz

This easy modification to the 800XL provides a true chroma output to the 800XL monitor jack. It allows the use of "split video" monitors for sharper images and truer color.

This modification involves installation of one wire to the foil side of the the 800XL main circuit board (motherboard).

The following warnings are necessary for my peace of mind and your safety.

Modification is installed at the risk of the user. Any warranty on the 800XL will be invalidated. The author assumes no responsibility for damage done during, or by, the modification.

EQUIPMENT REQUIRED:

(1) Screwdriver – Phillips head (1) Soldering iron & solder (1) Wire cutters or knife

1. Disconnect all power, TV, stick, paddle, drive, MIO, or other accessories from the 800XL.

2. Turn the 800XL upside down on your work surface.

3. Remove the six Phillips head screws securing the bottom of the 800XL to its top.

4. Carefully holding top and bottom together, turn the unit upright. Position it to the left side of your work surface with the keyboard facing you normally.

5. Loosen the top, lifting it slightly above the bottom. Flip the top over to the right of your work surface without disturbing the Plastic ribbon cable connecting from the right side of the motherboard to the top/keyboard assembly.

6. Grasp the sides of the ribbon cable and gently lift it free from the black connector on the motherboard.

7. Set the top/keyboard assembly aside.

8. Remove the two Phillips head screws which attach the motherboard to the plastic bottom shell. They are located at the rear of the metal shield.

9. Work a finger under the left forward edge of the motherboard and lift it slightly while pressing outward on the right side of the bottom shell near the joystick ports. With a little jimmying, you should be able to work the motherboard free of the plastic bottom shell.

10. Set the bottom shell aside and position the motherboard upside down on your work surface.

11. Carefully note the positions of the ten Phillips head screws securing the top and bottom metal shields to the motherboard. It is important to mark their positions with magic marker or small pieces of tape since one hole is used for another purpose.

12. After marking their positions on the bottom shield, remove the ten Phillips head

screws holding the shields, expansion slot clips, and motherboard together. REMEMBER – THOSE SHIELD EDGES ARE SHARP.

13. Remove the expansion slot clip, metal shields, and bottom insulating sheet from the motherboard.

14. Set the motherboard, component side up, on your work surface. The joystick ports should be on the right; the metal R.F. module should be at the rear.

15. Locate transistor Q5. It is the leftmost of three transistors in a row, about two inches in front of the metal R.F. module.

16. The left lead of Q5, viewed from the component side of the motherboard, is where the chroma signal is available. Put a finger over Q5, turn the motherboard upside down, and locate the corresponding connection on the foil side. Verify your choice by holding the motherboard in front of a stong lamp and viewing the connections with the shadow of Q5 visible through the motherboard.

17. Cut a piece of hookup wire to ten inches. Strip one end and solder it to the connector you identified in the last step (on the foil side of the board). Again, make sure this connector corresponds to the left lead from Q5 when viewed from the component side of the board with the joystick ports to your right.

18. Route the free end of the hookup wire straight toward the edge of the motherboard occupied by the R.F. module.

19. About 1/2 inch from the edge of the motherboard, bend the hookup wire at a right angle toward the five board connections of the monitor jack.

20. The free end of the wire will connect to the monitor jack connector for pin 5. Of the five circuit board connectors, it is the second nearest to the expansion slot. It has no foil lead. (The middle connector of the five also has no foil lead so be careful not to pick it.)

21. Cut off the excess length of hookup wire, strip the free end and solder it to the connector for pin 5 of the monitor jack. Verify the pin by examining the monitor jack pin identifiers printed on the component side of the motherboard.

22. Reposition the top and bottom metal shields on the motherboard. Make sure the insulating sheet is placed between the motherboard and the bottom shield. Check to make sure the new wire exits the bottom shield through the slight elevation in the shield edge near the R.F. module.

23. Slide the metal extender slot clip into place and fasten it and the two shields to the motherboard with two Phillips head screws.

24. Secure the shields to the motherboard with the remaining eight Phillips head screws. These go in the holes you marked earlier (step 11).

25. Retrieve the plastic bottom shell and position the motherboard assembly in it. It's helpful to start the joystick ports into their holes first, then gently sliding the motherboard into place. You may have to bend the plastic shell in the area of the power switch to get everything seated.

26. Once the motherboard is seated in the bottom shell, secure it with the two slim screws you removed earlier. One goes near the power jack, the other goes near the peripheral (SIO port) connector.

27. Lay the top assembly to the right of the bottom assembly with the keyboard ribbon cable near its long black connector on the motherboard. Grasp the sides of the ribbon cable and gently insert it into the connector.

28. Fold the top/keyboard assembly back over the bottom/motherboard. Check to make sure the ribbon cable is not folded sharply or pinched between the top and bottom.

29. Holding top and bottom together, turn the 800XL upside down and replace the six Phillips head screws that hold it together. Do not overtighten the screws. They are anchored in plastic that strips easily.

30. You're done!!! Find a monitor cable terminated with four phono plugs and you're in business.

Radio Shack has such a cable. (If its the same as mine, the plugs are: BLACK – audio, RED – luminance, YELLOW – chrominance, WHITE –composite video (unused) with a split video monitor like the Commodore 1702.))

On the chance your cable is wired differently, some experimenting will be necessary to find the right hookup. Plug the DIN connector end into the 800XL monitor jack. Turn on the 800XL and run a disk or cartridge program that uses sound and color. (A nice AMS selection?)

a. Find the audio plug by sequentially plugging each plug into your monitor's audio input jack. When one plug yields the right sound, MARK IT!

b. Find the luminance plug by sequentially plugging the remaining three plugs into your monitor's COMPOSITE VIDEO jack (the one on the front of the Commodore 1702). The jack may be marked simply "video". You'll know you have the right plug when you get a good picture, but monochrome (black–and–white). MARK THIS PLUG as the luminance or "luma" plug.

c. Find the composite video plug by sequentially plugging the remaining two plugs into your monitor's COMPOSITE VIDEO jack. When you get a fine color picture, that is NOT washed out, MARK THE PLUG. This composite video plug is not used with split video monitors like the Commodore 1702.

d. The remaining plug carries the chrominance signal. When plugged into your monitor's COMPOSITE VIDEO jack, you should get either no picture or a very washed–out color image. MARK THIS PLUG as the chrominance or "chroma" plug.

e. Connect the audio, luma, and chroma plugs to the corresponding input jacks of your split video monitor.

f. Why are you still reading? The modification is done and your computer is correctly connected to a monitor. Play DONKEY KONG.

Seriously, if you have trouble, leave electronic mail for me at: GEnie – CHARLEKOONTZ CompuServe – 74206,3444

A Bit Of Info For You

Compaction Extenders on CompuServe by Don Lebow

QUESTION: how to deal with 'compacted' files downloaded from the Libraries?

Answer: They need to be 'decoded' before being used! Herewith, an explanation....

UP FRONT: the reason for 'compacting' files is that it makes them easier and faster to download. That's a given. It <does> take an 'extra step' to make these files useable. But that step comes OFFLINE! And that's nice.

SOOOOO ... what kinds of 'compacted' files are here??

Easy enuff ... they can be identified by the filename extenders used. (An extender is the three characters following the 'period' in filenames ... you can find more info on the most common extenders used here in FILNAM.TXT in Library 0.)

Normally, you'll run across these three that indicate a Compacted File.

.DCM .ARC .ALF

Here's the basics on each...

DCM

Stands for DISKCOM. This program, by Bob Puff (a great friend to all 8–bitters who, trust me, you will learn to know and love) converts WHOLE DISKS into files which can easily be downloaded and uploaded via modem. The key here is 'DISK.' DISKCOM files faithfully echo the 'format', 'boot sectors', etc. of their source. It does, indeed, put a disk into a file!

TO DECODE DCM files you need to have DISKCOM 3.2. You can find it in Library 3 with the command: BRO DISCOM which will pull up both the ML program and the documentation.

SPECIAL NOTE

There's been some con-

fusion on the DiskCom menu. But if you reason out what the program actually DOES, you'll see that the menu really does make sense.

[A] converts the DISK you specify into one or more files (DISKCOMs it! this is the option you'll use when you're MAKING a DCM file.)

[B] converts files (mayhap, the DCM file you just downloaded?) back into a whole DISK! This is the option to use when you are extracting a DCM file.

A Hint here, on extraction, ALWAYS let the program FORMAT the destination disk! It really does lead to fewer problems. See the DOCs for more info.

ARC

ARC is short for 'ARChive'. This is a Standard Format used on many different brands of computers to 'compact' one or more files into a package.

Note the difference: DCM is 'disk oriented' ... it encodes WHOLE DISKS (and does so with minimum compaction .. the files really aren't that much shorter.)

ARC is 'file oriented.' (And normally does a LOT of compaction. ARC files will usually be a lot shorter than in their 'expanded' state.) Unless a given application requires a specific disk format, DOS, sector layout, etc., ARC is usually better for compacting files. Again, extracting ARC files is made easy by Bob Puff (told ya!)

On Compuserve in Atari8 and in Library 3: BRO UNARC2 and you'll find UNARC2.OBJ and UNARC2.DOC. The .OBJ program lets you 'extract' ARC files to disk so you can run 'em. <Do> get the DOC file (it's formatted for a printer dump.) It explains a LOT of options available in this really nifty program.

ALF

The last, but by no means least, option is a variation on the ARC theme. ALF 'compacts' individual files BUT, unlike ARC, it is '8-bit Specific.'

Meaning, ARC files created on, say, an ST can normally be 'un-arced' on an 8-bit. ALF files are limited both ways to 8-bit computers. No bad thing, unnerstan' ... but something to consider. Whatever, it's quick and efficient!

The various ALF program files can also be found in Library 3: BRO KEY:ALFCRUNCH 1.4 The decoder you want is ALFDZ.OBJ ... check out also ALF14.DOC which explains the ins and outs (including use from the SpartaDos command line!)

WOULD YOU BELIEVE ... ALF files are ALSO decoded quite nicely by UNARC2! (by this time, I hope you're getting out your checkbook and SERIOUSLY thinking about sending a check to The Redoubtable Puff in support of Serious Shareware!)

(NB. I would be remiss if I didn't mention that SPARATDOS X <also> contains an absolutely GREAT ARC program .. and it extracts ALF files too! Who sez the 8-bits are 'orphaned!' .. grin)

That about covers it. If you have problems getting ANY file you download to run, PLEASE DO NOT HESITATE TO YELL TO THE SYSOPS! We really are here to try and make things easier...

EDITORS NOTE. All above mentioned files are available on the L.A.C.E. BBS for you to download. Thanks

REWARD – REWARD

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As of Nov. 01, 1988, "The Atari Advantage Collector Promotion" began offering prizes to consumers based on the number of Atari Video Games for their Atari Game System (2600,7800 or XEGS).

Atari video game retailers can provide consumers with a free Atari Advantage Poster and catalog, the consumer then attaches proof of purchase seals from Atari Games to that poster. Collecting five games earns the consumer a free Atari Advantage T-shirt, while 15 games purchased earns a free Atari cartridge for any Atari game system. Die Hard collectors with 25 proof of purchase seals will earn a reduced price on one item of Atari hardware

(7800 for $25.00, XEGS or Disk Drive for $50.00).

Consumers who submit a 25 word essay describing why they like Atari video games along with their 25 seal poster are also eligible to win the Grand Prize: A seven day trip for two to California, including a tour of the Atari Headquarters Facility.

Yes..folks, they are serious....

:HOW TO GET YOUR OWN GENIE ACCOUNT:

To sign up for GEnie service: Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that). Wait for the U#= prompt. Type XJM11877,GEnie and hit RETURN. The system will prompt you for your information.

THE GENIE ATARI ST ROUNDTABLE – AN OVERVIEW

The Roundtable is an area of GEnie specifically set aside for owners and users of Atari ST computers, although all are welcome to participate.

There are three main sections to the Roundtable: the Bulletin Board, the Software Library and the Real Time Conference area.

The Bulletin Board contains messages from Roundtable members on a variety of Topics, organized under several Categories. These messages are all open and available for all to read (GEnie Mail should be used for private messages). If you have a question, comment, hot rumor or an answer to someone else's question, the Bulletin Board is the place to share it.

The Software Library is where we keep the Public Domain software files that are available to all Roundtable members. You can 'download' any of these files into your own computer by using a Terminal Program which uses the 'XMODEM' file-transfer method. You can also share your favorite Public Domain programs and files with other Roundtable members by 'uploading' them to the Software Library. Uploading on GEnie is FREE, so you are encouraged to participate and help your Roundtable grow.

The Real Time Conference is an area where two or more Roundtable members may get together and 'talk' in 'real-time'. You can participate in organized conferences with special guests, drop in on our weekly Open COnference, or simply join in on an impromptu chat session. Unlike posting messages or Mail for other members to read at some later time, everyone in the Conference area can see what you type immediately, and can respond to you right away, in an 'electronic conversation'.

Dateline: 24, December 1988

London, England

All NEW 520 STFM's being imported into the UK have a nasty trick in store for those who want to upgrade to 1 meg by putting their own Ram chips in. The ram chips now in use are DIPs which are surface mounted and the chips are rectangular with 2 sides of four legs and 2 sides of five legs.

Is this Atari's way of forcing the user to buy the the less popular AND overpriced (compared to the 520 with a chip upgrade) 1040ST or a slick answer to the chip shortage.

Clive Strudwick Twilightzone II London, England

Ed Note: If Atari has solved the chip shortage answer by using the "DIP" approach it's a marvelous solution as long as the older machine owners are given a path to upgrade and keep contemporary designs. Right now, the only way is to go for the exchange (which ain't bad). Our opinion is that the user/customer should seriously consider purchasing a MEGA 2/4 before even thinking about a 1040....the price difference between the MEGA 2 and a 1040 makes this a very attractive consideration.

Happy New Year From L.A.C.E. and your friends at ATARI.

L. A. C. E.

BOX 553
Clearfield, UT 84067

SALT LAKE CITY, UT
PM
JAN 2
1989

JOH 18 090351B1 01/03/89
NOTIFY SENDER OF NEW ADDRESS
JOHNSON
PO BOX 33188
WRIGHT PATTER OH 45433

Pat Johnson
2818 W. 5825 S.
ROY, UT 84067

Membership expires - 1/31/89

Next Meeting: Jan 4, 1989

Held At The Clearfield Davis County Library At 7:00pm